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NAME/TYPE	BRG/MOD	NIM/MOD	PER/MOD	STR/MOD	VIT/MOD	WITS/MOD	STAMINA	SWIFTNESS	WILLPOWER	WISDOM	HEALTH
Skills											
Special Abilities											
Skills											
Special Abilities											
Skills											
Special Abilities											

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Character Name

Race

Homeland

Orders

Elite Orders

Age

Birth Date

Height

Hair

Skin

Gender

Size

Weight

Eyes

Handedness

THE

LORD OF THE RINGS

ROLEPLAYING GAME

CHARACTER RECORD SHEET

Attributes

	FAVoured	ORIG	RACIAL MOD	TOTAL	ATTR MOD
Bearing	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Nimbleness	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Perception	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Strength	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Vitality	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Wits	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Armour & Shield

Armour Worn

DAMAGE ABSORBED

NIMBLENESS PENALTY

Shield Carried

PARRY BONUS

RANGED ATTACK MOD

RENOWN

MODIFIER

TOTAL

COURAGE

MODIFIER

TOTAL

CORRUPTION

MODIFIER

TOTAL

DEFENCE

NIM MOD

MISC MOD

TOTAL

INITIATIVE

NIM MOD

MISC MOD

TOTAL

Reactions

	FAVoured	ATTR MOD	MISC MOD	TOTAL
Stamina	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Swiftess	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Willpower	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Wisdom	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Health

	PENALTY	TOTAL		TOTAL	PENALTY
Healthy	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	0
Dazed	-1	<input type="text"/>	<input type="text"/>	<input type="text"/>	-1
Injured	-3	<input type="text"/>	<input type="text"/>	<input type="text"/>	-2
Wounded	-5	<input type="text"/>	<input type="text"/>	<input type="text"/>	-4
Incapacitated	-7	<input type="text"/>	<input type="text"/>	<input type="text"/>	-8
Near Death	-9	<input type="text"/>	<input type="text"/>	<input type="text"/>	*

WEARINESS

Skills

	SPECIALTY	TEST CAT	ATTRIBUTE	ATTR MOD	SKILL RANK	MISC MOD	TOTAL RANK
Acrobatics*	( )	P	Nim				
Appraise	( )	A	Wits				
Armed Combat*	( )	P	Nim				
	( )						
	( )						
Climb*	( )	P	Str				
Conceal*	( )	P	Wits				
Craft	( )	P	Nim				
	( )						
Debate*	( )	S	Wits				
Games*	( )	P	Nim				
Guise	( )	A	Wits				
Healing	( )	P	Wits				
Inquire*	( )	S	Brg				
Insight*	( )	S	Per				
Inspire*	( )	S	Brg				
Intimidate*	( )	S	Brg				
Jump*	( )	P	Str				
Language	( )	A	Wits				
	( )						
	( )						
	( )						
Legerdmain	( )	P	Nim				
Lore	( )	A	Wits				
	( )						
	( )						
	( )						
	( )						

	SPECIALTY	TEST CAT	ATTRIBUTE	ATTR MOD	SKILL RANK	MISC MOD	TOTAL RANK
Mimicry	( )	P	Brg				
Observe*	( )	P	Per				
Perform*	( )	S	Brg				
	( )						
Persuade*	( )	S	Brg				
Ranged Combat*	( )	P	Nim				
	( )						
Ride*	( )	P	Brg				
Run*	( )	P	Str				
Sea-craft	( )	P	Wits				
Search*	( )	P	Per				
Siegecraft	( )	P	Wits				
Smithcraft	( )	P	Str				
Stealth*	( )	P	Nim				
Stonecraft	( )	P	Str				
Survival*	( )	P	Per				
	( )						
Swim*	( )	P	Str				
Teamster*	( )	P	Str				
Track	( )	P	Wits				
Unarmed Combat*	( )	P	Nim				
Weather-sense	( )	P	Per				
	( )						
	( )						
	( )						
	( )						

\* Can be used untrained



Spells

SPELL NAME	CASTING TIME	RANGE	DURATION	TARGET NUMBER	COST	METHOD	SPECIALTY	NOTES

Enchanted and Heroic Items

Family & Lineage

Allies & Friends

Enemies

Animal Companions/Henchmen

NAME/TYPE	BRG/MOD	NIM/MOD	PER/MOD	STR/MOD	VIT/MOD	WITS/MOD	STAMINA	SWIFTNESS	WILLPOWER	WISDOM	HEALTH
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Special Abilities											
Skills											
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Skills											
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